for display to the user (block 504). Additionally, the client application 302 may also send periodic updates of user preferences to the web server 306 based on user feedback (block 506). Responsive thereto, the web server 306 creates a new playlist based on user preferences and pushes the same to the LCM. Thereafter, the LCM returns the URL to be used when requesting streaming from this new playlist (block 508). In a further aspect, the client application 302 is operable to request streaming from a new playlist, whereupon the web server 306 returns the playlist URL and may optionally return a new playlist file as well (block 510). Responsive thereto, the client application 302 instructs the player engine 304 to send appropriate messaging to the streaming module 310 to switch to streaming from the new playlist (block 512). As illustrated in FIG. 5, two exemplary embodiments may be provided for effectuating server-side playlist switching: an RTSP SET_PARAMETER scheme which defines new additional parameters in a SET_PARAMETER message (block 514), and a new method, called PLAYLIST_PLAY, that defines a novel extension scheme for the existing RTSP methodology (block 516). The SET_PARAMETER scheme is described in a related co-pending commonly assigned patent application 10/598,551 entitled "SYSTEM AND METHOD FOR RETRIEVING DIGITAL MULTIMEDIA CONTENT FROM A NETWORK NODE," filed even date herewith ~~(Attorney Docket No. 1285-165PCT)~~, which is incorporated by reference herein and will not be specifically elaborated in additional detail in the present patent disclosure. The PLAYLIST_PLAY extension scheme involving a multidimensional pointer system that includes a relative offset timing variable in a multidimensional m-tuple is set forth below in the following sections of the Detailed Description.

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Referring to FIGS. 6A-6C, depicted therein are various aspects of an exemplary nested hierarchical arrangement of digital multimedia content associated with a network node that is accessed using a multidimensional pointer system of the present invention. Those skilled in the art should recognize that the network node in one implementation may comprise one or more server-side nodes that stream media (i.e., media servers) to which one or more web servers are coupled for effectuating a streaming transaction. In other words, the digital multimedia content may be spread across different databases although it is visualized herein as a single nested hierarchical arrangement with multiple levels.

Reference numeral 600A in FIG. 6A refers to an exemplary physical content hierarchy of the digital multimedia. As elaborated previously, physical content 602 may be comprised of playlists 605 and media clips 607. Reference numeral 600B in FIG. 6B refers to an exemplary logical content hierarchy associated with the digital media. Logical content 603 is comprised